

## Claims

1. An interactive phonological and auditory skills improvement system comprising:

a microprocessor;

a display connected to the microprocessor;

a speaker connected to the microprocessor;

phonological game logic run on the microprocessor, the phonological game logic providing at least one audible sound through the speaker and a phonological test regarding the at least one sound to which a user must respond, the phonological test being graphically displayed on the display;

auditory game logic run on the microprocessor, the auditory game logic providing at least one audible sound through the speaker and an auditory test regarding said at least one sound to which a user must respond, the auditory test being graphically displayed on the display; and

an input device connected to the microprocessor for the user to identify the correct response to the phonological test and the auditory test.

2. The interactive phonological and auditory skills improvement system of claim 1 wherein the phonological game logic comprises games having different levels and wherein the phonological game logic automatically advances the user's game level if the user responds correctly to a predetermined number of phonological tests.

3. The interactive phonological and auditory skills improvement system of claim 1 wherein the phonological game logic comprises games having different levels and wherein the phonological game logic automatically decrements the user's game level if the user responds incorrectly to a predetermined number of phonological tests.

4. The interactive phonological and auditory skills improvement system of claim 2 wherein the auditory game logic comprises games having different levels and wherein the auditory game logic automatically advances the user's game level if the user responds correctly to a predetermined number of auditory tests.

5. The interactive phonological and auditory skills improvement system of claim 2 wherein the auditory game logic comprises games having different levels and wherein the auditory game logic automatically decrements the user's game level if the user responds incorrectly to a predetermined number of auditory tests.

6. The interactive phonological and auditory skills improvement system of claim 1 wherein the system includes logic which adds audible background noise to at least one of the phonological and auditory test.

7. The interactive phonological and auditory skills improvement system of claim 1 wherein the system includes sound enhancement logic which enhances predetermined parts of the sounds being presented.

8. The interactive phonological and auditory skills improvement system of claim 1 wherein the system includes a memory connected to the microprocessor and wherein the users test responses are stored in the memory.

9. A method of improving phonological and auditory skills comprising:  
providing at least one audible sound through a speaker;  
providing a phonological test regarding said at least one sound to which a user must respond;  
graphically displaying the phonological test on a display screen;

providing at least one audible sound through the speaker and an auditory test regarding said at least one sound to which a user must respond; graphically displaying the auditory test on a display screen; and providing an input device for the user to identify the correct response to the phonological test and the auditory test.

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